

**In the Claims:**

Please amend Claim 1 as follows:

1. (Amended) A method for operating a gaming device, said method comprising  
the steps of:

- (a) providing an initial sequence which includes at least one player decision,  
said decision resulting in a successful outcome or an unsuccessful  
outcome for a player;
- (b) enabling said player to input said player decision into a processor of said  
gaming device;
- (c) determining if said decision produces the successful outcome or the  
unsuccessful outcome in said initial sequence;
- (d) providing an award to said player if said decision produces the successful  
outcome; and
- (e) enabling said player to advance to a further sequence of said gaming  
device if said decision produces the successful outcome, wherein said  
further sequence includes a different method of play than said initial  
sequence, and wherein said further sequence compares said award to at  
least one other value to determine whether to provide the player a higher  
award than said award.

Please amend Claim 5 as follows:

5. (Amended) A method for operating an award exchange sequence in a gaming device, said method comprising the steps of:
- (a) associating a high value award with either a first selector or a second selector, wherein said high value award is greater than a currently held player award;
  - (b) associating a low value award with the selector not associated with the high value award, wherein said low value award is less than said player award;
  - (c) enabling said player to keep said player award, choose said first selector or choose said second selector;
  - (d) providing said player award to said player if said player keeps said player award;
  - (e) providing said low value award to said player if said player chooses the selector associated with said low value award;
  - (f) providing said high value award to said player if said player chooses the selector associated with said high value award; and
  - (g) if the player chooses the selector associated with the high value award, repeating steps (a) to (f) at least one time using the provided high value award and changing the new associated high and low value awards to be greater and less than, respectively, the provided high value award.

012  
Please cancel Claim 6 without prejudice or disclaimer.

Please amend Claim 14 as follows:

14. (Amended) A method for operating an award exchange sequence in a gaming device, said method comprising the steps of:

- (a) enabling a player to input into a processor a decision to keep a currently held award or to input into said processor a decision to risk losing said currently held award to try for an award exchange, and wherein said decision can produce a successful outcome or an unsuccessful outcome for said player in said sequence;
- (b) ending said sequence if said player inputs said decision to keep said currently held award;
- (c) determining whether said successful outcome or said unsuccessful outcome occurred if said player inputs said decision to try for said award exchange, said successful outcome occurring when an award selected by the player has a higher value than the currently held award; and
- (d) continuing the sequence when the successful outcome occurs and not continuing the sequence when the unsuccessful outcome occurs.

C13  
Please amend Claim 23 as follows:

23. (Amended) The method of Claim 14, wherein continuing the sequence includes repeating the steps (a) through (c) if said successful outcome occurred.

C14  
Please amend Claim 24 as follows:

24. (Amended) The method of Claim 23, whereby said successful outcome is used to determine said currently held award while repeating said steps.

Please amend Claim 25 as follows:

25. (Amended) The method of Claim 23, which includes the step of repeating the steps unless said successful outcome includes a highest value award.

[Please amend Claim 26 as follows:]

26. (Amended) A method for operating a player tease sequence in a gaming device, said method comprising the steps of:

- (a) after accepting an input designating a player's decision to risk a known currently held award to try for a higher value award exchange, increasing said currently held award by at least one increment randomly determined from at least one predetermined range;
- (b) without revealing a determination of said player's success, enabling said player to input into a processor a decision to keep said increased award or to input into said processor a decision to risk losing said increased award to try for said higher value award exchange; and
- (c) ending said tease sequence if said player inputs said decision to keep said increased award.

C14  
[Please add new Claim 33 as follows:

33. (Newly Added) The method of Claim 14, wherein continuing the sequence includes repeating steps (a) to (c) until the player inputs to keep the currently held award.

C15  
[Please add new Claim 34 as follows]

34. (Newly Added) The method of Claim 14, wherein continuing the sequence includes repeating steps (a) to (c) until the unsuccessful outcome occurs.

[Please add new Claim 35 as follows:]

35. (Newly Added) A method for operating an award exchange sequence in a gaming device, said method comprising the steps of:

- (a) enabling a player to input into a processor a decision to keep a currently held award or to input into the processor a decision to risk losing the currently held award to try for a higher value award, and wherein the inputted decision to try for the higher value award produces a successful outcome or an unsuccessful outcome for the player in the sequence;
- (b) ending said sequence if the player inputs the decision to keep the currently held award;
- (c) if and after the player inputs the decision to try for the higher value award, randomly determining whether the successful outcome or the unsuccessful outcome occurs by randomly determining if the player's inputted decision yields the higher value award which is the successful outcome; and
- (d) if and after the player inputs the decision to try for the higher value award, performing a player tease sequence wherein the currently held award is increased to a value less than the higher value but greater than the currently held value if the unsuccessful outcome occurs.

[Please add new Claim 36 as follows:]

36. (Newly Added) The method of Claim 35, which includes the step of ending the sequence if the unsuccessful outcome occurs.

[Please add new Claim 37 as follows:]

37. (Newly Added) The method of Claim 35, which includes the step of replacing the currently held award with the higher award if the successful outcome occurs.

[Please add new Claim 38 as follows:]

38. (Newly Added) The method of Claim 35, which includes the step of repeating the steps (a) through (c) if the successful outcome occurs.

[Please add new Claim 39 as follows:]

39. (Newly Added) The method of Claim 38, wherein said successful outcome is used to determine said currently held award while repeating said steps.

[Please add new Claim 40 as follows:]

40. (Newly Added) The method of Claim 40, which includes automatically performing the player tease sequence.

[Please add new Claim 41 as follows:]

C15  
41. (Newly Added) The method of Claim 40, which includes automatically performing the player tease sequence if the player inputs to try for the higher value award.

[Please add new Claim 42 as follows:]

42. (Newly Added) The method of Claim 40, which includes randomly determining whether to perform the player tease sequence.

[Please add new Claim 43 as follows:]

43. (Newly Added) The method of Claim 40, which includes automatically performing the player tease sequence if the unsuccessful outcome occurs.

[Please add new Claim 44 as follows:]

44. (Newly Added) The method of Claim 35, which includes performing a plurality of player tease sequences.

[Please add new Claim 45 as follows:]

45. (Newly Added) The method of Claim 35, which includes the step of enabling the player to change a selection made in inputting the decision to try for the higher value award.

Please add new Claim 46 as follows:

46. (Newly Added) A method for operating an award exchange sequence in a gaming device, said method comprising:

- (a) enabling a player to input into a processor a decision to keep a currently held award or to input into the processor a decision to risk losing the currently held award to try for one of a plurality of other awards which include a higher value award than the currently held award, and wherein the inputted decision can produce a successful outcome or an unsuccessful outcome for the player in the sequence;
- (b) ending said sequence if the player inputs the decision to keep the currently held award;
- (c) if and after the player inputs the decision to try for one of the other awards, randomly determining whether the successful outcome or the unsuccessful outcome occurs by randomly determining if the player's inputted decision yields the higher value award; and
- (d) if and after the player inputs the decision to try for one of the other awards, performing a player tease sequence wherein the currently held award is increased to a value less than the average value of the other awards but greater than the currently held value if the unsuccessful outcome occurs.

[Please add new Claim 47 as follows:]

47. (Newly Added) A method for operating a gaming device, said method comprising:

- (a) enabling a player to input into a processor a decision to keep a currently held award or to input into the processor a decision to risk losing the currently held award to try for a higher value award than the currently held award, and wherein the inputted decision to try for the higher value award produces a successful outcome or an unsuccessful outcome for the player;
- (b) providing the currently held award to the player if the player inputs the decision to keep the currently held award;
- (c) if and after the player inputs the decision to try for the higher value award, said processor randomly determining whether to perform a player tease sequence based on a probability of performing the tease sequence;
- (d) if and after the player inputs the decision to try for the higher value award and the processor randomly determines to perform the player tease sequence, performing the player tease sequence which increases the currently held award and enables the player to input into the processor a decision to keep the increased currently held award or to input into the processor a decision to risk losing the increased currently held award to try for the higher value award;
- (e) providing the increased currently held award if and after the player inputs the decision to keep the increased currently held award; and
- (f) if and after the player inputs the decision to try for the higher value award, randomly determining whether the successful outcome or the unsuccessful outcome occurs and providing the higher value award to the player if the successful outcome occurs.

[Please add new Claim 48 as follows]

48. (Newly Added) A method for operating a gaming device, said method comprising:

- (a) enabling a player to input a decision to keep a currently held award or to input a decision to risk losing the currently held award to try for a higher value award, and wherein the inputted decision to try for the higher value award can produce a successful outcome or an unsuccessful outcome for the player;
- (b) providing the currently held award to the player if the player inputs the decision to keep the currently held award; and
- (c) if and after the player inputs the decision to try for the higher value award, randomly determining whether the successful outcome or the unsuccessful outcome occurs, providing the higher value award to the player if the successful outcome occurs, and if said unsuccessful outcome occurs:
- (i) randomly determining whether to increase the currently held award based on a probability,
  - (ii) providing an award less than the currently held award to the player if said determination is not to increase the currently held award, and
  - (iii) if said determination is to increase the currently held award, increasing the currently held award and enabling the player to input a decision to keep the increased currently held award or to input a decision to risk losing the currently held award to try for the higher value award, providing the increased currently held award to the player if the player inputs the decision to keep the increased currently held award, and if and after the player inputs the decision to try for the higher value award instead of the increased currently held award, randomly determining whether to provide the higher value award to the player, and providing the higher value award or an award less than the increased currently held award to the player based on such determination.